

SNS-JV-USA

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# SUPER GOAL!™ 2



## INSTRUCTION BOOKLET

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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## **INTRODUCTION**

Welcome to the world's most popular sport with the kind of detail and realism that only Jaleco can deliver. In Super Goal 2! you'll be able to choose from three stadiums, each of which requires a different play strategy. You'll come to know your team, and you'll learn the offensive and defensive formations that will best match your opponent. But you will have to assign your players to positions carefully, checking their ratings to make sure they're just right for the spot. So get out there and get started. You've got a lot of work – but even more fun – ahead of you!

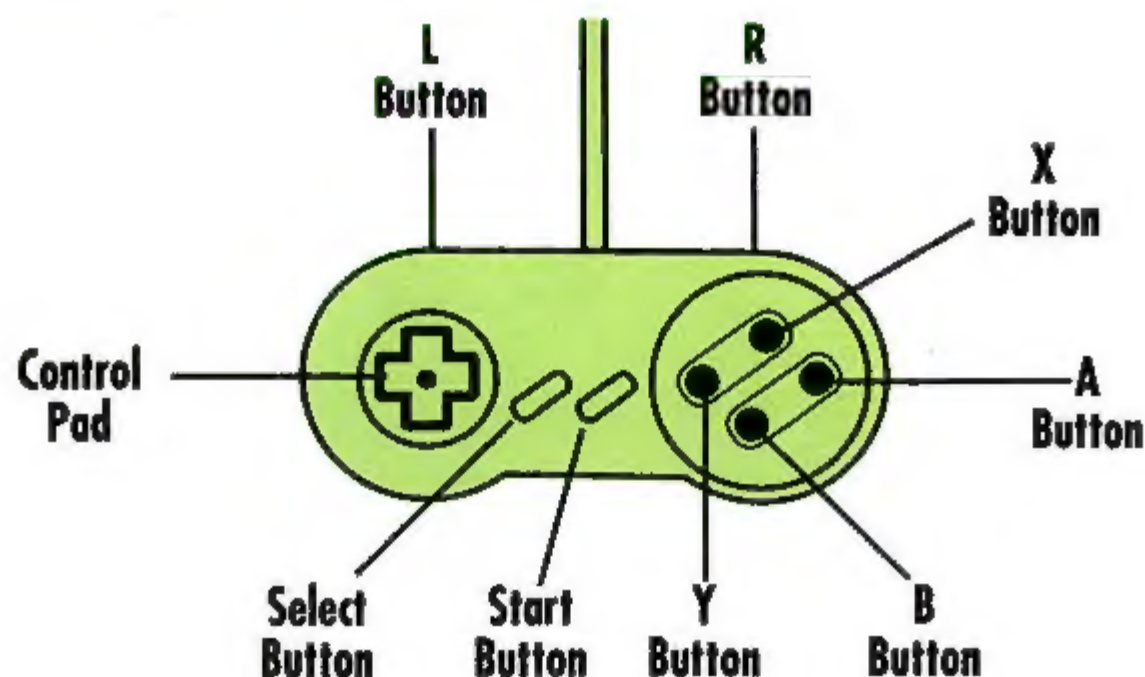




## **GETTING STARTED**

1. Place the Super Goal 2! cartridge into your Super Nintendo Entertainment System and turn on the unit.
2. When the title screen appears, press START.

## **CONTROLLER LAYOUT**





## SELECTING YOUR GAME

The **Game Select** menu will appear on the title screen. You can choose to play one of three options. Press UP or DOWN on the control pad to highlight your choice, then press A to select it.



### **SUPER CUP**

This full-scale tournament is your chance to prove you're the world's number 1 team. If you select Super Cup, you'll be asked whether you want to play a **New Game** or **Continue**. In order to continue, you will need a password.

### **EXHIBITION MODE**

If you just want to play one game against a particular opponent this is your chance.

### **PK MODE**

The penalty kick mode, this is your chance to practice those vital 1-on-1 contests between kicker and goalie.



## **HOW MANY PLAYERS?**

After you select your mode, you will be able to decide how many people are playing. Highlight your selection by pressing UP or DOWN on the control pad, then press A to confirm it. Your options vary depending on what mode you selected, but here is a complete list:

### **1P VS COM**

A standard one-player game. You take on the computer.

### **1-2P VS COM**

You and a friend play on the same team, uniting forces against the computer.

### **1P VS 2P**

You get to play against one of your friends.

### **COM VS COM**

If you select this mode you can sit back and watch two computer-controlled teams play against each other. Use this to study different strategies, then apply them to your own game.





## CHOOSING A TEAM

When the **Select Team** screen appears, you'll be able to compare the skills of different teams, then pick the one you want to play



On the bottom of the screen is a box listing abbreviations for all the teams. If you are playing a Super Cup, the box will contain the letters A-F, showing which leagues the teams are in. For example, all the teams above A are in the A league.

The teams you can select from are:

GER	MEX	DEN	BEL	ENG	ITA
Germany	Mexico	Denmark	Belgium	England	Italy
ARG	HOL	BRA	FRA	USA	NOR
Argentina	Holland	Brazil	France	USA	Norway
CMR	ESP	URU	SWE	RUS	POR
Cameroon	Spain	Uruguay	Sweden	Russia	Portugal
KOR	JPN	WEL	IRL	GRE	LAT
Korea	Japan	Wales	Ireland	Greece	Latvia

You can select your team by moving the flashing box on top of the team with the control pad, and then pressing A. Player one's box is labeled with a "1," player two's box is labeled with a "2." If you are playing an exhibition game against the computer, you can select the computer's team by moving the box labeled "COM." If you are playing a Super Cup game,



the computer's team will be selected automatically, according to the Super Cup schedule.

At the top of the **Select Team** screen you will see information about the team you have highlighted. The team's abbreviation and flag will appear above a player wearing the team's uniform.

This screen also contains a bar graph (near the top in the center) that shows the strengths and weaknesses of your team. The longer the red bars are, the stronger a team is in the following areas:

<b>AK</b>	Attack	How well the team works offensively, including passing and shooting.
<b>SP</b>	Speed	How fast the team is.
<b>DF</b>	Defense	How well the team works defensively, including stealing, blocking, and tackling.
<b>GK</b>	Goal keeping	How good the goalie is.





## CUSTOMIZING YOUR GAME

The options screen gives you a chance to customize a game so it's just the way you want it.

Press UP or DOWN on the control pad to move the blue highlight bar onto the option you want to change. Then press LEFT or RIGHT on the control pad to change the option. When you are finished, highlight **EXIT** and press A.



Not all of the options are available during a Super Cup, but here's a complete list of options, and what they mean.

### **Foul**

If you want the referee to make the call when players commit fouls, highlight ON.

### **Back Pass**

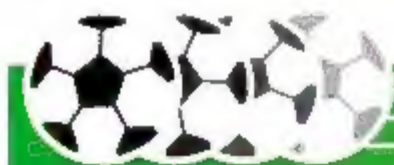
This option will allow you to pass backwards as well as forwards, if you set it to ON.

### **Offside**

If you set this to ON, the referee will call your players who step offside. For a description of the offside call, see the section Fouls and Offside.

### **Home Game**

If this option is turned ON, the home team will get support from the crowd, and maybe even from the ref!



### **Over Time**

If you set this to ON, your tie games will continue for extra time. If you turn it OFF, a penalty kick will decide ties.

### **Music**

If you leave it ON, music will play during the game. Otherwise you'll hear sound effects only.

### **Stereo**

If your television has stereo speakers, set this to ON.

### **Time**

Press LEFT or RIGHT on the control pad to set the number of minutes in one period, from 1 to 45.

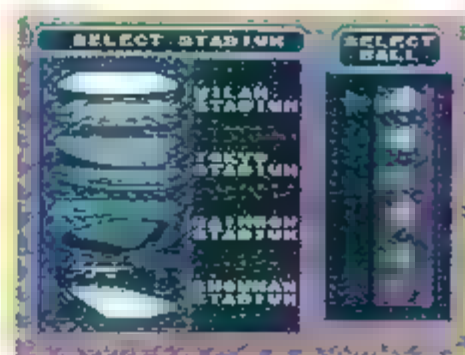
### **Exit**

Highlight EXIT and press A when you're finished adjusting your options.



## ***SELECTING A STADIUM AND BALL***

In **Exhibition** mode only, you can select a stadium and ball color. All Super Cup matches are played in Milano Stadium with a white ball. Highlight your stadium with the control pad and press A to select it.



Then do the same with your ball. The stadium choices are:

### ***Milano Stadium***

A grass field with average speed and a "lively" ball play.

### ***Tokyo Stadium***

A dirt field which deadens shots, increases the likelihood of injuries, and slows down the ball.

### ***Rainbow Stadium***

A wet, grass field with slow movement and little bounce.

### ***Snowman Stadium***

A snow-covered field with slow movement and no bounce.





## THE COIN TOSS

After you select your teams, the **Coin Toss** screen will appear. The coin toss determines which team has first possession of the ball (the other team gets the ball in the second half), and which way each team is oriented on the field for the first half.

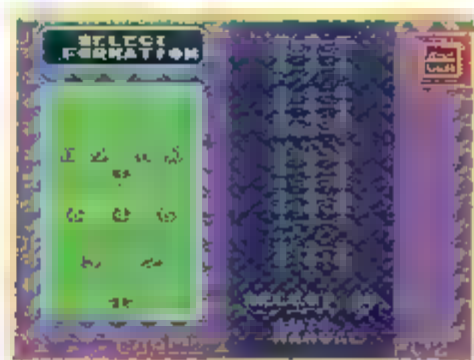


Press **LEFT** or **RIGHT** on the control pad to decide whether you want heads or tails (a coin showing your decision will appear under your team flag). Then press **A** once to start the coin spinning, and again to stop it. Whoever wins the toss can choose either possession of the ball (the ball flashes), or a direction on the field (an arrow flashes). When your selection is flashing, press **A**. Remember that at half time, you'll switch sides.



## SELECTING A FORMATION

After the coin toss you can select your formation – where your players will stand on the field. The formations are listed as three numbers. The first number shows how many defensemen (fullbacks) you will



use. The second is the number of midfielders, and the third, forwards. For example:

4                      2                      4  
4 fullbacks          2 midfielders          4 forwards

As you press UP and DOWN to highlight different formations, the diagram of the field on the left will show roughly where the players will stand. Player #1 is always your goalie, and he always plays in the goal. Press A to make your selection, and press X if you want to cancel your selection.

Obviously a formation with many forwards will be stronger offensively, whereas a formation with many fullbacks will be stronger defensively. You'll have to decide which formations are the best for your team, and which ones work best against particular opponents. The bottom five formations on the list all include a "sweeper," a single defenseman who stays just in front of the goal to assist the goalie. These



bottom formations are particularly powerful defensively.

After selecting your formation, you will be able to select either an **Automatic** or **Manual** goalie. An automatic goalie (computer controlled) will do a fairly good job all the time. A manual goalie (you control him) is much tougher to use, but you might be able to make that spectacular play that the auto goalie would miss. Press A to make your selection.





## SELECTING YOUR PLAYERS

On the **Select Member** screen you can assign particular players to the formation you just set up. The first 11 players in the roster correspond to the 11 players on the field. If you press UP or DOWN on the



control pad, you can highlight a player. When you highlight one of the first 11, the player's number will flash on the field, so you can easily see his position.

You can see the strengths and weaknesses of a highlighted player at the bottom of the player roster. Each player is rated on a scale of 1 to 15 in five different categories. A 15 is excellent, and a 1 is poor. The five categories are:

- J** jumping ability
- K** kicking ability, including shooting strength
- T** technique: dribbling, stealing, etc.
- S** speed
- D** defensive ability, including tackling accuracy

To swap any two players (on the field or on the bench), just highlight the first player and press A. A second highlight bar will appear. Move it over the second player and press A again. The two players will



change places. **Note:** You cannot change the goalie – the goalie is a special player, and not just anybody can fill his shoes.

When you are finished adjusting your players' positions, highlight **OK** and press A.

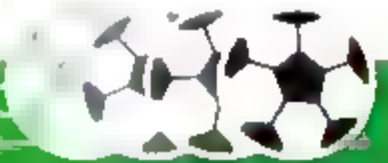
## ENTERING A PASSWORD



If you choose to **Continue** a Super Cup tournament, the **Password** screen will appear (a password is given after each Super Cup match). Simply highlight the letter or number by moving the box, and press A

to enter it. If you make a mistake, you can press X to clear your last entry. When you are finished entering your password highlight the word **END** and press A.

If the message **INVALID PASSWORD** flashes, then you did not enter your password correctly (or maybe you made a mistake when you were copying it down). You can try again by pressing A, or you can exit the screen by pressing **SELECT**.



## **THE PLAY SCREEN**

The top left corner of the play screen displays the score.

The top right corner of the play screen displays the amount of time remaining in the period.



Underneath all the players are their numbers. Once you learn which of your players are particularly strong, you'll find the numbers useful so that you know who to pass to, or who can best steal an enemy's ball.

A small **1P** flag will appear next to the player that player one is controlling. Similarly, player two's character will have a **2P** flag over his shoulder.

When you are on offense, the word **PASS** will appear over the selected receiver.





## **POP-UP MESSAGES DURING PLAY**

When something special happens during play, a pop-up message will appear to explain what happened. For example, if the referee calls a **foul**, a pop-up message will appear showing the player against whom the foul was called. Similarly, if a player scores a **goal**, a pop-up message will appear, showing the player who scored, and listing how many goals that player has scored this game. Other pop-up messages include: **goal kick**, **throw in**, **corner kick**, and **offside**.

After the first half and at the end of each game a screen will appear showing statistics for the game. For example, the **Half Time** screen shows the score and how many corner kicks, off sides calls, and fouls each team had. Press A to clear this screen.

Also at the end of each game a screen will appear, summarizing how many goals were scored by each player on both teams.

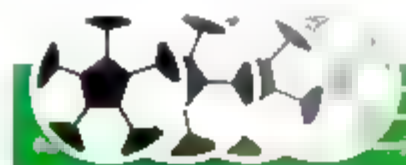


## **PLAYING SUPER GOAL 2!**

### **Offensive Controls**

Here are all the moves you can make when you have the ball.

- |                           |  |
|---------------------------|--|
| <b>Moving</b>             | Press the control pad in any direction to move your player.  |
| <b>Strong shot</b>        | Press the B button and simultaneously press the control pad to shoot in any direction. If you press and hold the control pad LEFT or RIGHT while the shot is in the air, you can put "English" on the shot to make it curve. |
| <b>Short shot or pass</b> | Press the A button and simultaneously press the control pad to make a short, lofty, shot or pass in any direction.   |
| <b>Pass</b>               | Press the Y button to pass directly to the receiver (marked with the <b>PASS</b> flag).  |
| <b>Long kick</b>          | Press the X button to kick the ball long and hard. Pressing LEFT or RIGHT on the control pad while the ball is in flight will curve the ball.  |
| <b>Select a receiver</b>  | Press the L or R button to select a different player as a pass receiver.   |



## ***Defensive Controls***

- |                        |  |
|------------------------|--|
| <b>Moving</b>          | Press the control pad in any direction to move your active player (marked with the <b>1P</b> or <b>2P</b> flag).   |
| <b>Sliding tackle</b>  | Press the A button while running towards the player who has the ball.  |
| <b>Short tackle</b>    | Press the B button while running towards the player who has the ball.<br>This tackle is the least likely to result in a foul being called, but it is also the least effective. |
| <b>Shoulder tackle</b> | Press the X button while running towards the player who has the ball.  |
| <b>Foul tackle</b>     | Press the Y button while running towards the player who has the ball. This tackle is both the most effective and the most likely to result in a foul being called.             |

## ***Defensive Moves for a Loose Ball***

- |                     |   |
|---------------------|---|
| <b>Header</b>       | Press the A or B button while you are very near the loose ball. Your player will jump or dive if necessary. |
| <b>Head lob</b>     | Press the X or Y button while you are very near the loose ball. Your player will jump or dive if necessary. |
| <b>Bicycle kick</b> | Press the A or B button while you are near, but not very near, the loose ball.                              |





Your player will make a spectacular bicycle kick.

**Bicycle lob** Press the X or Y button while you are near, but not very near, the loose ball.

### **Controlling the Goalie**

If you selected a **Manual** goalie on your options menu, you will have complete control over your goalie during the game. The goalie will move LEFT or RIGHT as you press LEFT or RIGHT on the control pad. The goalie will move even when you're moving another player, so be careful! When the opposing team makes a shot, you'll gain total control of the goalie. Press A or B for a quick jump or dive; X or Y for a slower jump or dive. See the section on **Penalty Kicks** for more details.

### **Throw-ins**

When the opposing team knocks the ball over the touchline (side lines), your team is awarded a throw-in. Press a direction on the control pad to aim your throw, then press X, Y, A, or B to throw.

### **Corner kicks**

When the opposing team sends the ball over their own endline, your team is awarded a corner kick. Four dots will appear in front of the player making the kick to help you aim. Press LEFT

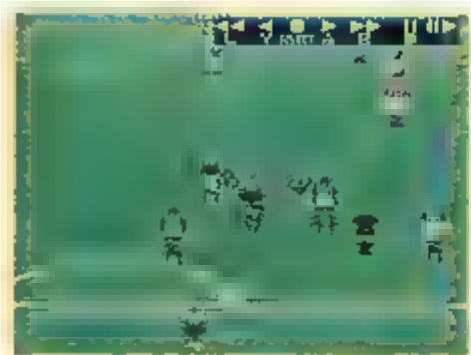




or **RIGHT** on the control pad to aim, then press **X**, **Y**, **A**, or **B** to kick.

**Pausing** You can pause the game at any point during game play by pressing **START**. Press **START** again to resume play.

### ***Instant Replays***



When the game is paused (press **START**), you can see an instant replay of the last several seconds of play by pressing **SELECT**. A set of VCR-type controls will appear in the upper right hand corner of the

screen. Press these buttons to work the controls.

**Fast rewind** Press the **L** button on top of the controller.

**Slow rewind** Press the **Y** button.

**Play** Press the **A** button.

**Slow motion** Press the **X** button.

**Fast forward** Press the **R** button on top of the controller.

**Pause** Press the **B** button.

**Return to game** Press the **SELECT** button.



## **FOULS**

A foul may be called if a player makes a sliding tackle or shoulder tackle from behind another player while the referee is on the screen.

**Yellow card** A warning. A player who receives a yellow card will be ejected from the game for his next foul.

**Red card** An ejection. For a serious foul, a player is ejected immediately. The offending player cannot be replaced with a substitute.



## **PENALTY KICKS**



If a defending team's player commits a foul within the Penalty Area in front of the goal (the large box around the Goal Box), a Penalty Kick is awarded to the offensive team.

To shoot a penalty kick, simultaneously press the B button and a direction on the control pad. The direction will determine the height of the ball, and whether the ball is aimed at the right corner, center, or left corner of the goal.

To control the goalie, press A or B and a direction on the control pad for a quick jump. Press X or Y and a direction on the control pad for a slow jump.

## **INJURIES**

If a player is injured, the Player Select screen will appear so that you can make a substitution. You can choose from any of the players on the bench.





## ***THE SUPER CUP – FIRST ROUND RESULTS***

The First Round Results screen appears before every Super Cup game to show you how your team is doing compared to other teams in your group. You will play each team in your group once, for a total of three



games. Then the teams in your group are ranked according to their total points for the round. Wins earn two points, and draws earn one point. The top 16 teams worldwide advance to the tournament stage of the Super Cup.

The top right corner of the First Round Results screen shows what group you're in, and the box (lower left) shows the abbreviations and flags for all the teams in that group. Each team's wins and losses are recorded in that box. Press A to clear the First Round Results screen.



## ***THE SUPER CUP – PLAYOFFS***

If you score enough points (explained above) during the first round competition against the other teams in your group, you will be selected as one of 16 teams to participate in the Super Cup Playoffs. A series of elimination rounds (Eighth Finals, Quarter Finals, Semifinals and Final) will eliminate the competition until only one team makes it to the top – the Super Cup World Champions.



## **A FEW FACTS ABOUT SOCCER**

A full length-soccer game consists of two halves. Each half is 45 minutes. If the game is a tie, it goes into overtime for two more halves of 15 minutes each. If neither team scores during overtime, the game is decided by penalty kicks. Each team shoots five times, and the team with the most successful shots wins.

A soccer field is rectangular. Its sides are called touchlines, and its ends are called endlines. In the center is a center line. At the start of each half, and after each goal, the ball is put into play from the center line.

In front of each goal is a goal box. If the offensive team sends a shot over the opponent's endline, the goalie must put the ball back into play with a goal kick. He can make the goal kick from anywhere within the goal box.

Around the goal box is a penalty box. The goalie is allowed to use his hands only within the penalty box – if he steps outside he has to use his feet like any other player. If a defender commits a major foul within the penalty box, the offensive team gets a penalty kick. Penalty kicks score about 80% of the time – so it's really important not to foul somebody within the penalty box.

The offside rule is an option in Super Goal! 2, but it's important in real soccer. In case you're planning on



using it, here's an explanation:

A player is offside when he is closer to the opponent's goal line than the ball when the ball is in play.

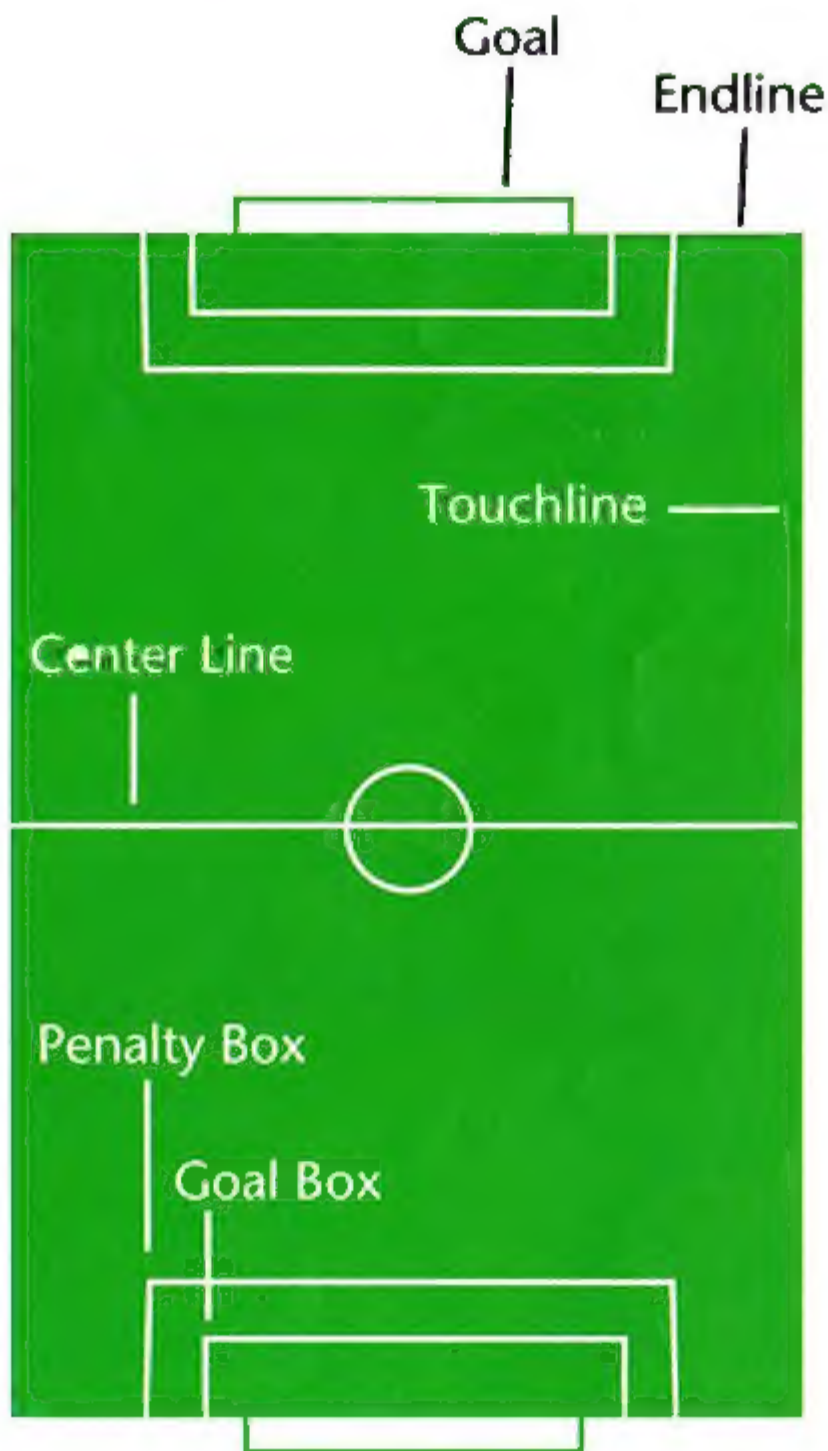
And here are the exceptions:

1. A player can't be offside while he's on his own half of the field.
2. If an opponent was the last one to touch the ball, the player is not offside.
3. If the player was the last one to touch the ball, he's not offside.
4. If there are two or more opponents between the player and the opponent's goal line (including the goalkeeper), the player isn't offside.
5. If the player got the ball from a corner-kick, goal-kick, or throw in, he's not offside.





## ***THE SOCCER FIELD***





## **GAME TIPS – THE JALECO HOTLINE**

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco Hotline between the hours of 9:00 AM and 5:00 PM (Central Standard Time, Monday through Friday). One of our sometimes sanguine, if generally jaded, game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

**708-215-2359**

Note: Normal telephone charges apply when you call the hotline number. It's not a toll-free number, so you kids should get your parent's or guardian's permission before calling.

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